

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1-10. (Cancelled)

11. (Currently Amended) A system for debugging in more than one programming language, comprising:

a multi-language debugger, wherein the multi-language debugger debugs a source code file which contains compiled and interpreted languages;

a script engine interface, wherein a script engine communicates to the multi-language debugger through the script engine interface;

a script debug controller, wherein the script debug controller registers itself upon start-up;

a script context object, wherein the script engine ~~can use~~ uses the script context object to hold a script context;

a debuggable frame object, wherein each of the compiled and interpreted languages are edited in the debuggable frame object;

an interface to runtime messaging environment, wherein the interface is implemented by ~~[[a]]~~ the runtime messaging environment that controls a running state of the script engine;

a proxy, wherein the proxy is used between an executing code being debugged and the multi-language debugger to consolidate contents of one or more messages; and

a debug commands interface.

12. (Previously Presented) The system of claim 11, wherein the multi-language debugger is extensible to support additional languages.

13. (Previously Presented) The system of claim 11, wherein the multi-language debugger uses a Debugging Interface.

14. (Previously Presented) The system of claim 11, wherein variables are inspected for each language.

15. (Currently Amended) A system, comprising:

a multi-language debugger, wherein the multi-language debugger debugs a source code file which contains compiled and interpreted languages;

a script engine interface, wherein a script engine communicates to the multi-language debugger through the script engine interface;

a script debug controller;

a debuggable frame object, wherein each of the compiled and interpreted languages ~~can be~~ are edited in the debuggable frame object;

an interface to a runtime messaging environment, wherein the interface is implemented by the runtime messaging environment that controls a running state of the script engine;

a debug commands interface; and

a proxy, wherein the proxy is used between the executing code being debugged and the multi-language debugger to consolidate contents of one or more messages.

16. (Previously Presented) The system of claim 15, wherein the script engine interface is used by the multi-language debugger to communicate metadata to the proxy.

17. (Previously Presented) The system of claim 11, wherein the multi-language debugger interacts with the runtime messaging environment.

18. (Previously Presented) The system of claim 17, wherein debugging is performed on a server side of the runtime messaging environment.

19. (Previously Presented) The system of claim 18, wherein the runtime messaging environment performs debugging using a Platform Debugging Architecture.

20. (Previously Presented) The system of claim 11, wherein the script engine has a static constructor load the script debug controller.

21. (Previously Presented) The system of claim 20, wherein the script debug controller receives information from the script engine, comprising:

- a) language extensions for each language;
- b) classes that implement the script engine;
- c) information on optional capabilities for each language; and
- d) language name.

22. (Currently Amended) A system, comprising:

a multi-language debugger, wherein the multi-language debugger debugs a source code file which contains compiled and interpreted languages;

a script engine interface, wherein a script engine communicates to the multi-language debugger through the script engine interface;

a script debug controller;

a script context object, wherein the script engine uses the script context object to hold a script context;

a debuggable frame object, wherein each of the compiled and interpreted languages ~~can be~~ are edited in the debuggable frame object;

an interface to a runtime messaging environment, wherein the interface is implemented by ~~[[a]]~~ the runtime messaging environment that controls a running state of the script engine;

a proxy, wherein the proxy is used between the executing code being debugged and the multi-language debugger to consolidate contents of one or more messages; and

a debug commands interface.

23. (New) The system of claim 11, wherein the script engine interface is used by the multi-language debugger to communicate metadata to the proxy.

24. (New) The system of claim 11, wherein the metadata is used to determine whether to treat a language as an interpreted language or as a native language.

25. (New) The system of claim 15, wherein the script engine interface is used by the multi-language debugger to communicate metadata to the proxy.

26. (New) The system of claim 15, wherein the metadata is used to determine whether to treat a language as an interpreted language or as a native language.